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What happens when you take the mini-game component from Resident Evil 4 and 5, mash them together and give them a third dimension? You get Resident Evil The Mercenaries 3D by Capcom for the Nintendo 3DS. As Capcom's second 3DS title, RE3D is another visual showcase for the handheld along the lines of Super Street Fighter IV 3D Edition.

The first thing you will notice upon starting the game are the very stunning graphics. The game looks amazing in 2D or 3D modes, though I would have liked a touch more depth for the farther distances. Switch the game down to 2D mode and a anti-aliasing filter gets applied to the screen to reduce the jagged appearances of the characters. Not that the game really needs it, the models look very close to their console counterparts. The frame-rate never stutters no matter how action packed the scenes get, though the game does have an odd way of keeping everything seemingly smooth. Enemies that are near you look and move great, but anything not directly next to you moves in a rather odd looking frameskipped way. This does not affect your ability to successfully kill said enemies and when using the rifles, enemies in your sights all move as they should.

Sadly, the audio doesn't impress as much as the visuals. The music in RE3D is a decent but forgettable mix of upbeat tunes to go along with the action but the sounds are a very mixed bag. Gunfire and explosions sound great as well as the enemy sounds, all taken from Resident Evil 4 and 5. The voice work, however, leaves a lot to be desired. In both acting quality as well as the audio quality itself, the voice work of the characters sounds literally phoned in. Quite a shame as these are the same actors from the Resident Evil series reprising their roles, they have done much better.

RE3D plays very much like the mercenaries mode of Resident Evil 5. You have to kill as many enemies as you can within your allotted time and bonus points are given for chaining kills into lengthy combos. This time, however, the game is broken up into separate missions, though the objective is mostly the same. You are usually tasked with eliminating as many enemies as possible in the time given or defeating one of the various boss enemies. Time bonuses may be collected to extend the limit and those skilled enough to defeat enemies with a melee attack are rewarded with a five second extension per kill. Difficulty quickly increases as the player progresses through the 21 main missions, whom are split into 5 mission levels with an additional 8 missions for the EX mission.

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